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Michael J. Franklin, Michael J. Carey, Miron Livny

September 1997 **Transactions on Database Systems (TODS)**, Volume 22 I**Publisher:** ACM [Request Permissions](#)Full text available: Pdf (452.41 KB) Additional Information: [full citation](#), [abstract](#), [reference terms](#), [review](#)**Bibliometrics:** Downloads (6 Weeks): 16, Downloads (12 Months): 125, Citations

Client-server database systems based on a data shipping model can exploit resources by caching copies of data items across transaction boundaries. the need to obtain data from servers or other sites on the network. In or

2 [Running EveryWare on the computational grid](#) Rich Wolski, John Brevik, Chandra Krintz, Graziano Obertelli, Neil Spring, A January 1999 **Supercomputing '99: Proceedings of the 1999 ACM/IEEE conference on Supercomputing (CDROM)****Publisher:** ACMFull text available: Pdf (414.73 KB) Additional Information: [full citation](#), [references](#), [citation](#)**Bibliometrics:** Downloads (6 Weeks): 4, Downloads (12 Months): 23, Citations**3** [Adaptive, fine-grained sharing in a client-server OODBMS: a call for an approach](#)

Markos Zaharioudakis, Michael J. Carey, Michael J. Franklin

December 1997 **Transactions on Database Systems (TODS)**, Volume 22 I**Publisher:** ACM [Request Permissions](#)Full text available: Pdf (441.80 KB) Additional Information: [full citation](#), [abstract](#), [reference terms](#), [review](#)**Bibliometrics:** Downloads (6 Weeks): 9, Downloads (12 Months): 69, Citations

For reasons of simplicity and communication efficiency, a number of existing oriented database management systems are based on page server architecture. pages are their minimum unit of transfer and client caching. Despite their

Keywords: cache coherency, cache consistency, client-server database sharing, object-oriented databases, performance analysis

4 [Recovery in the Calypso file system](#)

Murthy Devarakonda, Bill Kish, Ajay Mohindra

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-  August 1996 **Transactions on Computer Systems (TOCS)** , Volume 14 Issue
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This article presents the design and implementation of the recovery scheduler Calypso. Calypso is a cluster-optimized, distributed file system for UNIX clusters. AFS, Calypso servers are stateful and scale well to a large number of clients.

Keywords: Calypso, cluster systems, distributed state, state reconstruction

- 5 Reconciling responsiveness with performance in pure object-oriented
 Urs Hölzle, David Ungar
 July 1996 **Transactions on Programming Languages and Systems (TOPLAS)** , Issue 4
Publisher: ACM  [Request Permissions](#)
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Dynamically dispatched calls often limit the performance of object-oriented languages since object-oriented programming encourages factoring code into small methods, thereby increasing the frequency of these expensive operations. Frequent

Keywords: adaptive optimization, pause clustering, profile-based optimization, type feedback

- 6 Architecture, design, and implementation of a multimedia conference system
 Anna A. Hae, Dongchen A. Lu
 March 1997 **International Journal of Network Management** , Volume 7 Issue 1
Publisher: John Wiley & Sons, Inc.
 Full text available:  Pdf (517.69 KB) Additional Information: [full citation](#), [abstract](#), [reference terms](#), [review](#)
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In this article a new multimedia conference system is designed and implemented. The system allows a group of users to conduct a meeting in real time. Participants can edit relevant multimedia information, including text, graphics, and still images.

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